

CLAIM:

1. A electronically implemented method of playing a dice wagering game comprising the steps of:
 - 5 a. accepting a player wager;
 - b. displaying a series of numbers on a gaming machine display;
 - c. providing a simulated roll of two six-sided dice;
 - d. providing selection means for a player to eliminate from play one or more of the numbers corresponding in sum to a sum of the two rolled dice; and
 - 10 e. providing means for repeating steps c. and d. until the sum of the two dice equals the sum of the one or more numbers not eliminated from play thereby resulting in a win for the player or the sum of the dice cannot be equaled by the sum of the one or more numbers not eliminated from play in step d. thereby resulting in a loss for the player.
- 15 2. The method of claim 1 wherein a player is awarded a payout according to a preestablished pay table for winning a play by clearing the series of numbers.
- 20 3. The method of claim 2 wherein the payout is related to the final roll of the dice.
4. The method of claim 1 wherein the player may elect to roll one die a single time if the a sum of the numbers not eliminated is six or less.
- 25 5. The method of claim 1 wherein the displayed series of numbers are arranged in a shape of a pyramid.
6. The method of claim 1 wherein the series of numbers are one through nine.
- 30 7. The method of claim 1 wherein a bonus round is activated once the

player clears a preestablished number of pyramids.

8. The method of claim 1 wherein a progressive jackpot is related to a number of consecutively cleared bonus pyramids.

5

9. A gaming machine comprising:

a machine processor;

a display for displaying a series of numbers;

means for accepting a player wager;

10

selection means for a player to eliminate from play one or more

of the displayed numbers corresponding in value to a sum of two processor simulated rolled dice; and

15

means for repeating the simulated dice roll and the selection means until the sum of the two dice equals the sum of the one or more numbers not eliminated from play thereby resulting in a win for the player or the sum of the dice cannot be matched by the sum of the one or more numbers not eliminated from play thereby resulting in a loss for the player.

20 10. The machine of claim 9 wherein the displayed series of numbers are one through nine.

25 11. The machine of claim 9 wherein the machine processor provides a player with an option to roll a single dice one time if the sum of the one or more numbers not eliminated is six or less.

12. The machine of claim 9 wherein the machine processor activates a bonus round once the player clears a preestablished number of pyramids.

30 13. The machine of claim 9 wherein a storage device in communication with the machine processor causes the display of an indicator signifying the number of pyramids previously cleared.

14. The machine of claim 13 wherein an internal timer causes the storage device to reset the number of pyramids previously cleared to zero in response to the machine being idle for a preestablished time interval.

5 15. The machine of claim 9 wherein the selection means for the player to eliminate one or more of the displayed numbers is a touchscreen display.

10 16. A gaming machine comprising:
a machine processor;
a touchscreen display for displaying a series of numbers;
means for accepting a player wager;
the touchscreen display providing the player means to eliminate from play one or more of the displayed numbers corresponding in value to a sum of two processor simulated rolled dice; and
15 the processor providing means for the player to repeat the simulated dice roll and the touchscreen display providing means for the elimination of one or more of the numbers until the sum of the two dice equals the sum of the one or more numbers not eliminated from play thereby resulting in a win for the player or the sum of the dice cannot be matched by the sum of the one or more numbers not eliminated from play
20 thereby resulting in a loss for the player.

17. The machine of claim 16 wherein the displayed series of numbers are one through nine.

25 18. The machine of claim 16 wherein the machine processor provides a player with an option to roll a single dice one time if the sum of the one or more numbers not eliminated is six or less.

30 19. The machine of claim 16 wherein the machine processor activates a bonus round once the player clears a preestablished number of pyramids.

20. The machine of claim 16 wherein a storage device in communication with the machine processor causes the display of an indicator signifying the number of pyramids previously cleared.

5 21. The machine of claim 20 wherein an internal timer causes the storage device to reset the number of pyramids previously cleared to zero in response to the machine being idle for a preestablished time interval.

10 22. The machine of claim 16 wherein the selection means for the player to eliminate one or more of the displayed numbers is a touchscreen display.

15

20

25

30